



BATTLE ARENA TOSHINDEN™

PlayStation®Classic

TOSHINDEN:

THE UNDERWORLD TOURNEY

Enter the world of secret societies and martial arts mastery – **Battle Arena**

Toshinden. This underworld martial arts tourney is held only once every few years. The fact that it exists at all is known only to a select few and they are sworn to secrecy.

Battle Arena Toshinden is the ultimate tournament. The victor is hailed as the strongest, most invincible fighter in the world. Participants and the site of each battle are chosen by the "Organization". The invitation is delivered face-to-face to each challenger. No invitee has ever yet turned down the challenge.

Today, eight incredible fighters, their destinies interwoven, have gathered at Toshinden. Some will fight for love, some for honour; some for revenge. But all are fated to experience one of two extremes: glory or death.

What is your destiny?

DEFAULT CONTROLS

These controls are the default (A1) Control Type in "Normal" skill level. The LEFT/RIGHT directional button controls shown below refer to when your character is facing to the right – reverse these when facing to the left.

Dodge	L1 or L2 + R1 or R2 or DOWN (tap twice)
Advance	RIGHT
Dash	RIGHT (tap twice)
Retreat/defend upper body	LEFT
Back step	LEFT (tap twice)
Jump	UP

Defend lower body	DOWN + LEFT
Strong weapon attack	TRIANGLE
Soft weapon attack	CIRCLE
Strong kick attack	SQUARE
Soft kick attack	CROSS
Pause/exit Pause Menu	START button
Select Pause Menu options	SELECT button

Strong attacks cause severe damage, but are slower, use wide moves and may not always hit their mark. Soft attacks cause less damage, but are fast and tight, almost always making contact with your opponent.

GAME MODES

1P Game

Select your fighter and then the computer will randomly select your opponent. You will continue battling increasingly harder challengers until you either win the tournament or are vanquished forever.

If you lose the battle, the Continue Screen will be displayed. Press the START button during the countdown to resume the tournament with your current fighter against the same opponent who just defeated you.

If you defeat all opponents, you will eventually face your nemesis. Defeat that fighter and prepare for whoever or whatever comes next...

Joining in One Player Games

A second player can join in a 1P Game by pressing the START button on their controller.

VS Human Games

Two players select fighters and then go head-to-head for dominance in a single battle.

VS Computer Games

Choose two warriors, your own and the computer's, and then fight! You can continue selecting opponents until you are defeated. If you lose, you can continue, but you must first defeat the same opponent who just beat you.

OPTIONS

Level

Set your skill level from VERY EASY (computer is weakest) to VERY HARD (computer is strongest). The default setting is "Normal".

Bout Time

Set the maximum time length per bout: 60 seconds, 99 seconds or 00 (unlimited).

Set Point

Set the number of points needed for victory, from 1 to 7. The winner of each bout gets 1 point. The first fighter to get the required number of points wins the battle.

Strength

Set your handicap for vs Human and vs Computer games. The higher the number is, the stronger your fighter's defensive power and resistance to damage will be. This setting does not affect the skill level of 1P Game sessions.

Auto Defence

When ON, your fighter automatically attempts to block the opponent's attack. The ON setting is recommended for beginners.

Control Type

Set the game controls to your liking by choosing from a wide range of different button configurations. The default setting is A1 in "Normal" skill level.

Camera Action

Normal –	Zoom in up close and personal.
Long –	View the battle from a distance at body level.
Sky –	Watch the battle from a bird's eye view.
Overhead –	View the battle from over the fighters' heads.
Your Self –	View the battle any way you want.

Sound Type

Switch the output sound between "stereo" and "mono" (monaural).

SELECTING YOUR FIGHTER

The Fighter Selection menu appears before each battle.

1. Press LEFT or RIGHT to mark your character.
2. Press the SELECT button to change your character's fighting colours.
3. Press the CROSS, CIRCLE, SQUARE or TRIANGLE buttons to confirm your selection before the timer counts down to zero.

THE RULES OF TOSHINDEN

1. When one fighter's physical power drains to zero and he or she can't get up, the other fighter wins a knockout victory and gains 1 point.
2. When a fighter either falls out or is thrown out of the ring, the winning warrior gains 1 point.
3. When neither fighter wins within a time limit (when applicable), the brawler with more remaining physical power is the victor by decision and gains 1 point.

4. A draw is called when both fighters lose all power at the same time (double knockout), both fall out of the ring, or neither fighter wins within a time limit and the levels of remaining power are the same.
5. A fighter can proceed to the next battle when he or she wins the designated number of points selected before the game starts.
6. Defeat all opponents to become the champion of Battle Arena Toshinden.
Good luck!

SPECIAL MANOEUVRES

DASH

While facing your opponent, press the relevant directional button twice (towards the opponent) to lunge quickly towards the other fighter.

Back step

While facing your opponent, press the relevant directional button twice (away from the opponent) to retreat quickly and avoid their attacks.

Throw

When close to your opponent, press the TRIANGLE button and the relevant direction button (away from the opponent) to throw the other fighter with severe damage. Practise this difficult, dangerous manoeuvre to get the timing just right.

Dodge

Press DOWN twice to dodge sideways and avoid attacks. Press the L1 button or the R1 button to flip towards the camera; press the L2 button or the R2 button to flip towards the back of the ring.

Turn around

When your fighter turns away from an opponent, release any buttons that you may have pressed. In a few moments, your fighter will then automatically turn around.

SPECIAL TECHNIQUES

Various button combinations deliver powerful special techniques, each with a unique effect. But these moves are wrapped in mystery. Discover these techniques and learn how to use them to create powerful, nearly invincible fighters.

Upper Body Defence – LEFT

Defends against special techniques and attacks from standing or jumping opponents.

Lower Body Defence – DOWN + LEFT

Defends against special techniques and attacks from squatting opponents.

Some attacks from a standing opponent aim at your fighter's feet and must be countered with a Lower Body Defence move. Some attacks from a crouching opponent aim at your fighter's body, requiring an Upper Body Defence move. Study each fighter's attack pattern to find out what these attacks are.

Defend yourself from normal attacks and you'll receive no damage. Special techniques deliver a small amount of damage when defended against. There is no defence against throws.

BATTLE TACTICS

Defend!

You cannot consistently win by blindly attacking your opponent. Instead, master the moves that defend you from all the different attacks. Learn to effectively use the Upper and Lower Body Defence moves. Block your opponent's thrusts one after the other, and then attack aggressively at every opening.

Counterattack!

Attacking on opponent in the back delivers 1.5 times more damage. Counterattacking an actively attacking fighter also results in 1.5 times more damage.

Know your enemy!

All 8 warriors have their own unique, devastating attacks. These include normal attacks, throws and special techniques. Learn how each fighter attacks and defends, and how they use the special techniques based on their own personalities. Study and master their fighting styles and victory will be yours!

CHARACTER PROFILES

The Special Attack controls in this section use the default Control Type (A1) in "Normal" skill level. Your controls may be different if you've selected another Control Type or skill level.

All moves listed are for characters facing to the right.

Eiji™

Vital Statistics

Full Name:	Eiji Shinjo
Meaning:	Burning Yamato Soul
Age:	21
Height:	5 ft 8 in
Weight:	140 lbs
Weapon:	Magical Bakko Japanese Sword

Background

Though still a young man, Eiji is already a renowned worldwide adventurer. He is passionate and aggressive, and employs a powerful sword technique which he learned from his older brother, his sole remaining relative. But Eiji's brother has been missing for years. Eiji has scoured the world to find him. Now his last hope lays at Battle Arena Toshinden.

Special Attacks

Rekkuzan

↓↘→ + □ or △

Hishouzan

→↓↘ + □ or △

Ryuseikyaku

jump, ↓↖← + × or ○

Shugekidan

↘ + × or ○

Kayin™

Vital Statistics

Full Name:	Kayin Amoh
Meaning:	Storm
Age:	22
Height:	5 ft 9 in
Weight:	141 lbs
Weapon:	Cariburn Sabre; aka Excalibur; the Legendary Sacred Sword

Background

Kayin learned swordsmanship alongside Eiji, under the tutelage of Eiji's lost brother. For many years, Kayin and Eiji have been both friends and rivals. But Kayin's personality is totally opposite that of his friend. Despite his intense fighting spirit, Kayin's outward presence is cool, almost stoic. His demeanour – as well as his prized Cariburn Sabre – has been passed from father to son through generations of Kayin's Scottish Highlander clan. Kayin has entered Battle Arena Toshinden to avenge his father's murder, believing that he may find the assassin among the other contenders.

Special Attacks

Sonic Slash

↓↘↗ + ⓧ or ⓨ

Deadly Rays

→↓↘ + ⓧ or ⓨ

Scottish Moon

jump, ↓↖← + ⓥ or ⓦ

Leg Crush

↓↖← + ⓥ or ⓦ

Sofia™

Vital Statistics

Full Name:	Sofia
Meaning:	Splashing Whip
Age:	24
Height:	5 ft 7 in
Weight:	111 lbs
Weapon:	Whip

Background

Sofia has a noble character and a strong core. Formerly a Russian secret agent, she is known and feared for the power and speed of her whipping techniques. She works as a private investigator these days, but her past remains a mystery, even to herself. She accepts the challenge of fighting at Battle Arena Toshinden in order to learn the truth about her past.

Special Attacks

Thunder Ring

↓←← + □ or △

Aurora Revolution

↓↘↓↙ + □ or △

Rattlesnake

↓↘→ + □ or △

Rungo™

Vital Statistics

Full Name:	Rungo Iron
Meaning:	Natural Man
Age:	30
Height:	6 ft 4 in
Weight:	204 lbs
Weapon:	Huge Iron Club that delivers fierce destructive power

Background

Rungo is a North American miner with a giant's strength and a heart of gold. While mining in the Appalachians, he struck a vein of uranium in an unmarked section of the shaft. Rungo immediately sealed off the shaft to prevent the uranium from falling into the wrong hands. But an evil organization, intent on possessing the ore, kidnapped Rungo's wife and son. Rungo has arrived at Battle Arena Toshinden determined to win back his family. Though lacking formal martial arts training, Rungo is counting on his Herculean strength and keen survival instinct to gain victory.

Special Attacks

Fire Wave

↓↘↗ + □ or △

Power Thrust

→↓↘ + × or ◎

Batter Up

→↘↓↙← + □ or △

Fire Strike

↓↘↗← + □ or △

Fo™

Vital Statistics

Full Name:	Fo Fai
Meaning:	Superhuman Power of Darkness
Age:	106
Height:	5 ft
Weight:	106 lbs
Weapon:	Konso Gakka, the Iron Claw, created for assassination in the dark mists of the past

Background

Although Fo Fai plays the role of a kindly magician, he is said to have put thousands of people to death, both in his native China and around the world. Everything about him is cloaked in mystery. With superhuman power (rumoured to result from fearful spells), he attacks with unpredictable moves and a cobra's lightning speed. Fo welcomes the chance to deliver grievous injury to his opponents.

Special Attacks

Mystic Sphere

→↘↓↙← + □ or △

Pagoda Kick

↓↖↖← + ⓧ or ⓨ

Sphere Burst

jump, →↘↓↙← + □ or △

up to 9 times

Travelling Sphere

←↖↖↓↙ + □ or △

Claw Slide

↓ + △

Mondo™

Vital Statistics

Full Name:	Mondo
Meaning:	Heartless Demon
Age:	42
Height:	5 ft 10 in
Weight:	146 lbs
Weapon:	Seiryu Spear; said to carry the power to control the heavens

Background

Mondo is the strongest warrior in the feared Yaki Clan. This clan inhabits the dense, secluded forests in the foothills of Mt. Fuji. The clan is infamous for its inhumane leaders and destructive, secretive acts. Its warriors have learned to turn their feelings to stone so that they can coldly execute barbaric deeds without emotion. Battle Arena Toshinden is a mission assigned to Mondo by the Clan. With the ancient spear Seiryu in his grasp, Mondo prepares for the battle of his life.

Special Attacks

Goriki Tenbu

→ ↓↘ + □ or △

Goriki Fujin

←→ ↓↘ + □ or △

Goriki Raijin

jump, ↓↘→ + □ or △

Shippu Tsuki

↓↘→ + □ or △

or

↓↙→ + □ or △

Duke™

Vital Statistics

Full Name:	Duke B. Rambert
Meaning:	Proud, Strong Swordsman
Age:	29
Height:	6 ft 2 in
Weight:	166 lbs
Weapon:	Dernier Ventcour, the Two-Handed Sword, with a power and sharpness exceeding all legendary weapons

Background

Duke is a high-born, well-mannered, chivalrous gentilhomme, the lord of an ancient castle in the pastoral hills of France. He excels in martial arts, and is the champion of gentlefolk and peasants alike in his region. Duke used to have absolute confidence in his masterful swordsmanship, until he lost a duel against the adventurer Eiji. Since then, Duke has been obsessed with the idea of defeating his rival.

Special Attacks

Southern Cross

↔→↓ + □ or △

Cyclone

↓↔→ + □ or △

Head Crush

jump, ↓↔→ + □ or △

Knight Strike

→↓↔ + □ or △

Ellis™

Vital Statistics

Full Name:	Ellis
Meaning:	Wind Dancer
Age:	16
Height:	5 ft 1 in
Weight:	102 lbs
Weapon:	Dirk, a kind of dagger most effective at close range

Background

Hungarian gypsy Ellis is the star dancer of a travelling theatre group. Although strong-willed and courageous, she is also gentle and nurturing. She has become a big sister to the younger children in the troupe, protecting and caring for them. As a child, Ellis was told that her own family had died in an accident. But lately she has heard rumours that her father may still be alive. In order to unravel the truth, she is pursuing a career in dangerous fighting. This makes her a natural for Battle Arena Toshinden.

Special Attacks

Tornado

  +  or 

Flaming Crescent

  +  or 

Air Dance

jump,   +  or 

Arc Slash

jump,   +  or 

Gaia™

Vital Statistics

Full Name:	Gaia
Meaning:	Devil Warrior
Age:	40-something
Height:	12 ft
Weight:	221 lbs
Weapon:	Armour Bastar, the Last Darkness, the most awe-inspiring, technologically superior weapon known to fighting

Background

Gaia is a leader and the strongest warrior in the mysterious organization that sponsors Battle Arena Toshinden. He waits and watches... and then mercilessly attacks any warrior who has won many battles. His additional arms are part of his armour. These appendages have their own intelligence, responding to Gaia's thoughts to totally defeat his opponents.

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